



AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (original) A method for processing and monitoring software bug related information for use in software package development comprising the steps of:

accessing an Internet browser;
accessing a bug tracking system using said Internet browser;
processing user identification information including a password; and
accessing, in response to said user identification information, at least one bug tracking related menu tailored to the user's role in the software development process.

2. (original) A method according to claim 1, wherein the user is a video game tester and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game testers.

3. (original) A method according to claim 1, wherein the user is a video game project coordinator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game project coordinators.

4. (original) A method according to claim 1, wherein the user is a video game developer and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game developers.

5. (original) A method according to claim 1, wherein the user is a video game translator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game translators.

6. (original) A method according to claim 1, further including the step of accessing a plurality of bug tracking menus related to identified software under development.

7. (original) A method according to claim 1, further including the steps of:
accessing a master bug log identifying a plurality of bugs in a selected software package under development.

8. (original) A method according to claim 1, further including the steps of:
accessing a database and retrieving data indicative of a plurality of bugs in a selected software package; and

sorting the bugs based upon any one of a plurality of sorting criteria selected by a user.

9. (original) A method according to claim 8, wherein said sorting criteria includes video game stage.

10. (original) A method according to claim 8, wherein said sorting criteria includes a video game character.

11. (original) A method according to claim 8, wherein said sorting criteria includes the status of the bug.

12. (original) A method according to claim 8, wherein said sorting criteria includes the type of bug.

13. (original) A method according to claim 8, wherein said sorting criteria includes the reported date of the bug.

14. (original) A method according to claim 1, further including the step of:

transmitting a bug related message using an accessed bug related menu from a first user having a first role in developing said software package to a second user having a second role in developing said software package.

15. (original) A method according to claim 14, wherein said first user is a software tester and said second user is a software package developer.

16. (original) A method according to claim 14, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

17. (original) A method according to claim 1, further including the step of:
attaching to a bug description a digitized video file for visually displaying at least one screen display showing an identified bug.

18. (original) A method according to claim 1, further including the steps of:
generating a bug related communication using a bug tracking related menu;
encrypting said bug related communication; and
transmitting said bug related communication to a recipient via the Internet.

19. (original) A method according to claim 1, further including the step of:

accessing a test plan identifying a plurality of tests to be performed with respect to an identified software package.

20. (original) A method according to claim 1, further including the step of editing bug related information using said at least one bug tracking related menu.

21. (currently amended) A method of processing and monitoring software bug related information for use in software package development comprising the steps of:

accessing an Internet browser;
accessing a bug tracking system using said Internet browser;
accessing a bug tracking related menu by a first user having a first role in developing said software package;
editing bug related information using said bug tracking related menu; and
transmitting at least the edited bug related information via the Internet to a second user having a second role different from the first role in developing said software package.

22. (original) A method according to claim 21, further including the step of processing first user identification information including a password; and wherein said step of accessing a bug related menu includes the step of accessing, in response to

said user identification information, at least one bug tracking related menu tailored to the user's role in the software development process.

23. (original) A method according to claim 21, wherein the first user is a video game tester and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game testers.

24. (original) A method according to claim 21, wherein the first user is a video game project coordinator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game project coordinators.

25. (original) A method according to claim 21, wherein the user is a video game developer and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game developers.

26. (original) A method according to claim 21, wherein the user is a video game translator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game translators.

27. (original) A method according to claim 21, further including the step of accessing a plurality of bug tracking menus related to identified software under development.

28. (original) A method according to claim 21, further including the step of: accessing a master bug log identifying a plurality of bugs in a selected software package under development and wherein said editing step includes the step of selecting an edit function from said master bug log.

29. (original) A method according to claim 21, further including the steps of:
accessing a database and retrieving data indicative of a plurality of bugs in a selected software package; and
sorting the bugs based upon any one of a plurality of sorting criteria selected by a user.

30. (original) A method according to claim 28, wherein said sorting criteria includes video game stage.

31. (original) A method according to claim 28, wherein said sorting criteria includes a video game character.

32. (original) A method according to claim 28, wherein said sorting criteria includes the status of the bug.

33. (original) A method according to claim 28, wherein said sorting criteria includes the type of bug.

34. (original) A method according to claim 28, wherein said sorting criteria includes the reported date of the bug.

35. (original) A method according to claim 21, further including the step of:
transmitting a bug related message using an accessed bug related menu from said first user having a first role in developing said software package to said second user having a second role in developing said software package.

36. (original) A method according to claim 35, wherein said first user is a software tester and said second user is a software package developer.

37. (previously presented) A method according to claim 35, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

38. (original) A method according to claim 21, further including the step of:
attaching to a bug description a digitized video file for visually displaying at least
one screen display showing an identified bug.

39. (original) A method according to claim 21, further including the steps
of:

generating a bug related communication using a bug tracking related menu;
encrypting said bug related communication; and
transmitting said bug related communication to a recipient via the Internet.

40. (original) A method according to claim 21, further including the step of:
accessing a test plan identifying a plurality of tests to be performed with respect to
an identified software package.

41. (currently amended) A method of processing and monitoring software bug
related information for use in software package development comprising the steps of:
accessing a bug tracking system via the Internet;
processing user identification information including a password, wherein the
processing includes determining the aspects of a system that a user is entitled to access
based on a user's role in the development process;

retrieving from a database associated with said bug tracking system a list of bugs associated with an identified software package; and

sorting said list of bugs in accordance with any of one a plurality of user selected sort criteria.

42. (currently amended) A method according to claim 41, further including the steps of:

~~processing user identification information including a password; and~~

accessing, in response to said user identification information processing, at least one bug tracking related menu tailored to the user's role in the software development process.

43. (original) A method according to claim 42, wherein the user is a video game tester and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game testers.

44. (original) A method according to claim 42, wherein the user is a video game project coordinator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game project coordinators.

45. (original) A method according to claim 42, wherein the user is a video game developer and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game developers.

46. (original) A method according to claim 42, wherein the user is a video game translator and wherein said step of accessing said bug tracking related menu includes the step of accessing a bug tracking related menu tailored to video game translators.

47. (original) A method according to claim 41, further including the step of accessing a plurality of bug tracking menus related to identified software under development.

48. (previously presented) A method according to claim 41, wherein the step of retrieving a list of bugs includes the step of accessing a master bug log menu identifying a plurality of bugs in a selected software package under development and wherein said sorting step includes the step of sorting in response to the selection of a sort function on said master bug log menu.

49. (original) A method according to claim 41, wherein said sorting criteria includes video game stage.

50. (original) A method according to claim 41, wherein said sorting criteria includes a video game character.

51. (original) A method according to claim 41, wherein said sorting criteria includes the status of the bug.

52. (original) A method according to claim 41, wherein said sorting criteria includes the type of bug.

53. (original) A method according to claim 41, wherein said sorting criteria includes the reported date of the bug.

54. (original) A method according to claim 41, further including the step of:
transmitting a bug related message using an accessed bug related menu from a first user having a first role in developing said software package to a second user having a second role in developing said software package.

55. (original) A method according to claim 54, wherein said first user is a software tester and said second user is a software package developer.

56. (original) A method according to claim 54, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

57. (original) A method according to claim 41, further including the step of:
attaching to at least one bug in said list of bugs, a digitized video file for visually displaying at least one screen display showing an identified bug.

58. (original) A method according to claim 41, further including the steps of:
generating a bug related communication using a bug tracking related menu;
encrypting said bug related communication; and
transmitting said bug related communication to a recipient via the Internet.

59. (original) A method according to claim 41, further including the step of:
accessing a test plan identifying a plurality of tests to be performed with respect to an identified software package.

60. (original) A method according to claim 41, further including the step of editing bug related information using at least one bug tracking related menu.

61. (original) A software bug related processing and tracking system comprising:

a first computer system for use by a software developer including a processing system for executing an Internet browser;

an encryption system coupled to said first computer for encrypting data transmitted via the Internet by said first computer;

a second computer system for use by a software tester including a processing system for executing an Internet browser;

a third computer system for use by a software project coordinator including a processing system for executing an Internet processor; and

a web server for storing a bug tracking system and for permitting an authorized software developer, an authorized software tester, and an authorized project coordinator to access said bug tracking system and to communicate with each other via said bug tracking system.

62. (currently amended) A system according to claim 61, wherein said web server is operable in response to received user identification information, including a

password, to access at least one bug tracking related menu tailored to the user's role in the software development process.

63. (original) A system according to claim 62, wherein the user is a video game tester and wherein said web server is operable to access a bug tracking related menu tailored to video game testers.

64. (previously presented) A system according to claim 62, wherein the user is a video game project coordinator and wherein said web server is operable to access a bug tracking related menu tailored to video game project coordinators.

65. (original) A system according to claim 62, wherein the user is a video game developer and wherein said web server is operable to access a bug tracking related menu tailored to video game developers.

66. (previously presented) A system according to claim 62, wherein the user is a video game translator and wherein said web server is operable to access a bug tracking related menu tailored to video game translators.

67. (original) A system according to claim 61, wherein said web server includes an associated data base storing a plurality of bug tracking menus related to

identified software under development, and wherein said web server is operable to access said plurality of bug tracking menus related to identified software under development.

68. (previously presented) A system according to claim 61, wherein said web server includes an associated data base storing a master bug log identifying a plurality of bugs in a selected software package under development.

69. (original) A system according to claim 61, wherein said web server includes a database storing data indicative of a plurality of bugs in a selected software package; and wherein said web server is operable to sort the bugs based upon any one of a plurality of sorting criteria selected by a user.

70. (previously presented) A system according to claim 69, wherein said sorting criteria includes video game stage.

71. (previously presented) A system according to claim 69, wherein said sorting criteria includes a video game character.

72. (previously presented) A system according to claim 69, wherein said sorting criteria includes the status of the bug.

73. (previously presented) A system according to claim 69, wherein said sorting criteria includes the type of bug.

74. (previously presented) A system according to claim 69, wherein said sorting criteria includes the reported date of the bug.

75. (original) A system according to claim 61, wherein said web server is operable to transmit a bug related message using an accessed bug related menu from a first user having a first role in developing said software package to a second user having a second role in developing said software package.

76. (previously presented) A system according to claim 75, wherein said first user is a software tester and said second user is a software package developer.

77. (original) A system according to claim 75, wherein said first user is a software project coordinator and said second user is a software package project coordinator.

78. (previously presented) A system according to claim 61, wherein said web server is operable to attach to a bug description a digitized video file for visually displaying at least one screen display showing an identified bug.

79. (original) A system according to claim 61, wherein said web server is operable to access a test plan identifying a plurality of tests to be performed with respect to an identified software package.

80. (original) A system according to claim 61, wherein said web server is operable to edit bug related information in response to user input via at least one bug tracking related menu.

81. (new) A method for processing and monitoring software bug related information for use in software package development comprising the steps of:

enabling access to a bug tracking system using an Internet browser;

processing user identification information including a password from a first user having a role in the software development process which is different from a role of at least a second user's in the software development process;

accessing, in response to said user information from the first user, at least a first bug tracking related menu specifically tailored to the first user's role in the software development process;

processing user identification information including a password from the second user; and

accessing, in response to said user identification information from the second user, at least a second bug tracking related menu specifically tailored to the second user's role

in the software development process, wherein the first and second bug tracking menus are different from each other

82. (new) A method according to claim 81, wherein either the first or second user is a video game tester and correspondingly either the first or second bug tracking menu is tailored to video game testers.

83. (new) A method according to claim 81, wherein either the first or second user is a video game project coordinator and correspondingly either the first or second bug tracking menu is tailored to video game project coordinators.

84. (new) A method according to claim 81, wherein either the first or second user is a video game developer and correspondingly either the first or second bug tracking menu is tailored to video game developers.

85. (new) A method according to claim 81, wherein either the first or second user is a video game translator and correspondingly either the first or second bug tracking menu is tailored to video game translators.